



1. Productname

Space projector

2. Product code

1746013042895111

3. Description

A small projector for small sensory areas, such as at home. Fluid wheel and motor included. A set with four different coloured liquid wheels is available separately. Operates on 220 volts, lamp 12 volts.

Please note: the Space projector does not have a fan, so it cannot stay on for too long due to overheating. The space projector has a lamp that has 2000 operating hours. If the lamp is defective after this number of burning hours, it is not covered by the warranty



4. Contents

Your Space projector comes complete in 1 box.

1x Space Projector

1x Power adapter

1x Fluid wheel

5. Sense stimulation

Sight

6. Safety

For indoor use only. Always use this product under supervision. This product is not a toy and should therefore not be used as a toy. Space Projector and Fluid Wheels become hot during use. Do not point the projector directly at someone / look directly into the lens.

7. Technical Data

The Space Projector is a class III lighting device and withstands all relevant safety requirements - including EN60598, EN60065 and Electricity Guidelines 73/23 / EEC (Low Voltage)

Input: 240/110 V

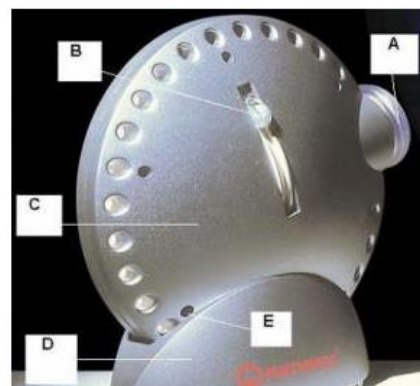
Output: 12V

Dimensions: 25cm

8. Installation

Before use

Place the projector indoors on a flat and stable surface. We recommend placing the projector out of reach, for example on a high shelf. Place the supplied fluid wheel in the side of the projector (B). If it is placed correctly, you will hear a clicking sound. A wheel motor is not required. Plug the transformer into the projector and the plug into the power outlet. Now turn on the projector.





Place the transformer upright and ensure that it is free and well ventilated on all sides. Do not place the transformer on a thick carpet.

Tips

When you place your projector, note the following information.

Experiment what the best place is for your projector, with these dimensions in mind:

Distance projector to wall:

Diameter projection:

75cm	40cm
100cm	55cm
150cm	65cm
200cm	110cm

The greater the distance, the greater and better the projection. The darker the room and the lighter the wall, the better the projection. The projector should be positioned at least so high that nobody can look directly into the lens.

Keep the space between the projector and the wall empty to prevent silhouettes. The distance from the socket to the on / off button on the cable is approximately 225 cm. The distance from the transformer to the projector is approximately 175 cm.

Both the transformer and the projector must be positioned so that air can enter on all sides - the projector becomes hot during use - do not place in the vicinity of flammable materials. Use the on / off button regularly.

9. In use

To change the angle of the projector, turn the round part of the projector (C) into the base (D). Effects are best seen on a white or light wall / ceiling. The brightness and size of the projection depend on how much light is in the room (the darker the room, the better) and the distance to the wall. Turn the focus lens (A) to adjust the sharpness. Use the projector for up to 6 hours at a time. After use, remove the plug and let it cool down before replacing the object.

Liquid wheel (17461)

The liquid wheel has a diameter of 10 cm and is 9 mm thick. When the fluid in the fluid wheel becomes warm, the projected effect changes. Do not shake the fluid wheel. Do not expose the fluid wheel to direct sunlight. Handle the fluid wheel with care - fluid wheel is made of glass. Only touch the rubber edge.

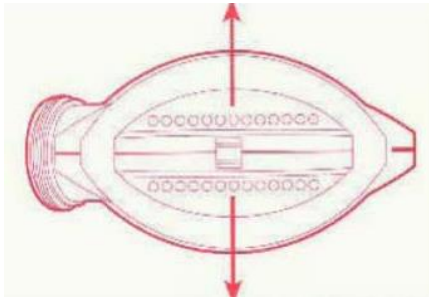


10. Maintenance

Cleaning:

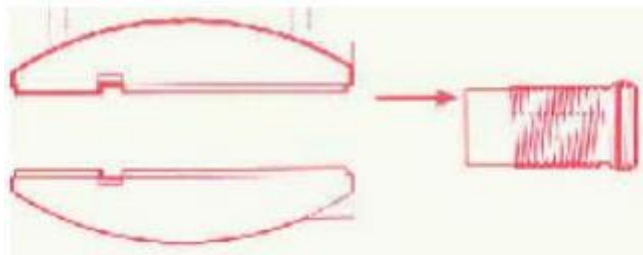
Unplug the power cord and let the projector cool down. Use a clean, slightly damp cloth to clean the outside of the projector. Clean the lens with a lens cloth. Do not touch the lens with your fingers.

Replace lamp:

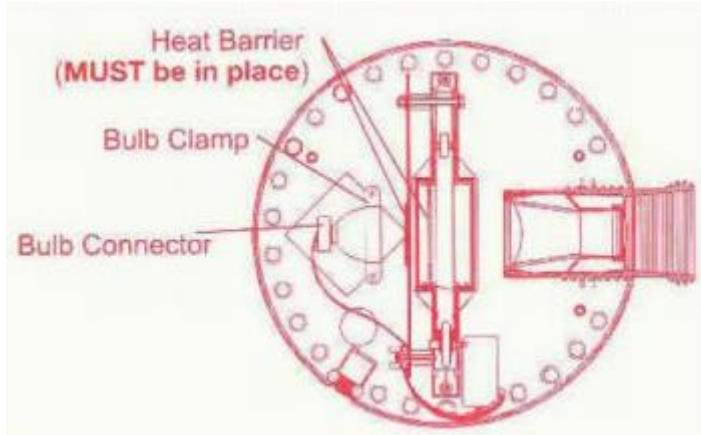


If the lamp does not work but the fuse still works, replace the lamp. Unplug the projector and let it cool. Remove fluid wheel (if it falls out during operations). Remove the upper, round part (C) from the base (D). Do this by turning the projector the other way around and then gently pulling the base apart. Do not try to pinch the clips.

Now, while holding the round part (C), remove the 6 screws (E) around the edge of the projector. Take the 2 halves of the round part (C) apart and remove the focus lens (A).



Remove the Bulb Connector (fitting) and the two screws from the Bulb Clamp (the clip that holds the lamp in place). Replace the bulb and tighten the screws again, but be careful not to over tighten it.



Do not touch the lamp with bare hands, this will shorten the life of the lamp. Use a 20W 12V 10 Cold Light 35 MM lamp. Only use lamps with these specifications. These are standard lamps that can be found in every DIY store. Now place the two halves back together, carefully aligning the screw holes. Turn back the focus lamp (A). Carefully click the base back. Do not mix the screws of the Bulb Clamp and the screws of the 6 screw holes (E), the screws are shorter.

For more information, you can visit our website www.nenko.com